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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	161	703/2.ccls. and @pd>"20060601"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/10/02 12:11
L2	1	(differential adj equation\$1) same (GPU or (graphics adj processor) or (graphics near pipeline))	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2006/10/02 12:13

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Yamrom, B.; Martin, K.M.;
Computer Graphics and Applications, IEEE
Volume 15, Issue 2, March 1995 Page(s):22 - 24
Digital Object Identifier 10.1109/38.365001
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Ghosh, I.; Jha, N.K.; Dey, S.;
Computer-Aided Design of Integrated Circuits and Systems, IEEE Transactions on
Volume 18, Issue 11, Nov. 1999 Page(s):1661 - 1676
Digital Object Identifier 10.1109/43.806811
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- ☐ 6. **A microprocessor with a 128-bit CPU, ten floating-point MAC's, four floating-point dividers, and an MPEG-2 decoder**
Suzuoki, M.; Kutaragi, K.; Hiroi, T.; Magoshi, H.; Okamoto, S.; Oka, M.; Ohba, A.; Yamamoto, Y.; Furuhashi, M.; Tanaka, M.; Yutaka, T.; Okada, T.; Nagamatsu, M.; Urakawa, Y.; Funyu, M.; Kunimatsu, A.; Goto, H.; Hashimoto, K.; Ide, N.; Murakami, H.; Ohtaguro, Y.; Aono, A.;
Solid-State Circuits, IEEE Journal of
Volume 34, Issue 11, Nov. 1999 Page(s):1608 - 1618
Digital Object Identifier 10.1109/4.799870

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Visualization and Computer Graphics, IEEE Transactions on
 Volume 4, Issue 4, Oct.-Dec. 1998 Page(s):379 - 382
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[AbstractPlus](#) | Full Text: [PDF](#)(880 KB) IEEE JNL
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- ☐ 2. **Advanced graphics behind medical virtual reality: evolution of algorithms, hardware, and software interfaces**
 Soferman, Z.; Blythe, D.; John, N.W.;
[Proceedings of the IEEE](#)
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- ☐ 3. **Multiscale simulation of nanosystems**
 Nakano, A.; Bachlechner, M.E.; Kalia, R.K.; Lidorikis, E.; Vashishta, P.; Voyiadjis, G.Z.;
 Campbell, T.J.; Ogata, S.; Shimojo, F.;
[Computing in Science & Engineering \[see also IEEE Computational Science and Engineering\]](#)
 Volume 3, Issue 4, July-Aug. 2001 Page(s):56 - 66
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Volume 94, Issue 6, Part 1, Nov. 1975 Page(s):c4 - c4
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Xusheng Chen;
Power Delivery, IEEE Transactions on
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Digital Object Identifier 10.1109/61.517516
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Bontsema, J.; Curtain, R.F.;
Automatic Control, IEEE Transactions on
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Digital Object Identifier 10.1109/9.1253
[AbstractPlus](#) | Full Text: [PDF\(272 KB\)](#) IEEE JNL
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- ☐ 4. **A functional framework for Web-based information visualization systems**
Bender, M.; Klein, R.; Disch, A.; Ebert, A.;
Visualization and Computer Graphics, IEEE Transactions on
Volume 6, Issue 1, Jan.-March 2000 Page(s):8 - 23
Digital Object Identifier 10.1109/2945.841118
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- ☐ 5. **Stochastic processes in vision: from Langevin to Beltrami**
Sochen, N.A.;
Computer Vision, 2001. ICCV 2001. Proceedings. Eighth IEEE International Conference on
Volume 1, 7-14 July 2001 Page(s):288 - 293 vol.1
Digital Object Identifier 10.1109/ICCV.2001.937531
[AbstractPlus](#) | Full Text: [PDF\(400 KB\)](#) IEEE CNF
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- ☐ 6. **1998 IEEE International Conference on Systems, Man, and Cybernetics - vol. 3 of 5**
Systems, Man, and Cybernetics, 1998. 1998 IEEE International Conference on
Volume 3, 11-14 Oct. 1998 Page(s):0_1 - 1_31
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M Rumpf, R Strzodka - IASTED Visualization, Imaging and Image Processing ..., 2001 - numod.ins.uni-bonn.de

... The former line drawer has become a **graphics processor** unit (GPU), which outperforms the CPU in increasingly many computations. This ...

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N Goodnight, C Woolley, G Lewin, D Luebke, G ... - ... of the ACM SIGGRAPH/EUROGRAPHICS conference on **Graphics** ..., 2003 - portal.acm.org

... 1. Introduction The **graphics** processing unit (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible **processor**. ...

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M Suzuoki, K Kutaragi, T Hiroi, H Magoshi, S ... - IEEE JOURNAL OF SOLID-STATE CIRCUITS, 1999 - ieeexplore.ieee.org

... is done in seven cycles, and the second-order **differential equation** can be ... Entertainment Group, Sony Corp., and developed a **graphics processor** for Playstation. ...

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[The **Graphics** Card as a Stream Computer - group of 10 »](#)

S Venkatasubramanian - SIGMODDIMACS Workshop on Management and Processing of Data ..., 2003 - research.att.com

... Scientific computing: Solve partial **differential equation** via finite ... Computer **Graphics** 33, Annual Conference Series, 277-286 ... The imagine stream **processor**. ...

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[Next-Generation Visual Supercomputing using PC Clusters with Volume **Graphics** Hardware Devices - group of 8 »](#)

S Muraki, M Ogata, KL Ma, K Koshizuka, K Kajihara, ... - Proceedings of the 2001 ACM/IEEE conference on ..., 2001 - doi.ieeecomputersociety.org

... compositing tree, only one **processor** is active ... Linux kernel 2.2.14 **Graphics** API XFree86 ... information processing mechanism 1/2 A **differential equation** which models ...

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[\[book\] **Differential Manipulation** - group of 9 »](#)

M Gleicher, AP Witkin - 1991 - cs.wisc.edu

... by Apple Computer and Silicon **Graphics** Incorporated. ... This **differential equation** can be solved to yield ... Numerical stability and **processor** speed place limits on ...

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[Real-Time Motion Estimation and Visualization on **Graphics** Cards - group of 12 »](#)

R Strzodka, C Garbe - Proceedings of the IEEE Visualization 2004 (VIS'04)-Volume ..., 2004 - portal.acm.org

... The card receives the images and performs both the motion estimation and visualization, taking advantage of the parallelism in the **graphics processor** and the ...

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S Salon, J Schneider - Magnetics, IEEE Transactions on, 1982 - ieeexplore.ieee.org

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J Blinn - 1996 - [books.google.com](#)

... SERIES EDITOR, BRIAN A. BARSKY Jim Blinn's Corner: A Trip Down the **Graphics Pipeline**

Jim Blinn ... Jim Blinn's corner : a trip down the **graphics pipeline**. p. cm. ...

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[Applications of pixel textures in visualization and realistic image synthesis - group of 14 »](#)

W Heidrich, R Westermann, HP Seidel, T Ertl - Proceedings of the 1999 symposium on Interactive 3D

graphics, 1999 - [portal.acm.org](#)

... The underlying **differential equation** to be solved for obtaining a path $g(s)$... pixel textures should become a standard component of the **graphics pipeline**, and that ...

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[\[book\] 3 D Game Engine Design: A Practical Approach to Real-Time Computer Graphics - group of 5 »](#)

DH Eberly - 2000 - [books.google.com](#)

... various parts of the 3D **pipeline**, which makes ... those folks who participate in

comp. **graphics** algorithms and ... on a Numerical Ordinary **Differential Equation** Solver ...

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M Rumpf, R Strzodka - IASTED Visualization, Imaging and Image Processing ..., 2001 - [numod.ins.uni-bonn.de](#)

... Certainly there are some obstacles like the restricted number formats and precision

or some unoptimized parts of the **graphics pipeline**, but the overall ...

[Cited by 18](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[Visualization for climate modeling - group of 6 »](#)

N Max, R Crawfis, D Williams - Computer **Graphics** and Applications, IEEE, 1993 - [ieeexplore.ieee.org](#)

... **equation** for the intensity $I(x)$ of light traveling through a volume cell towards the viewer, along a ray parametrized by length x , is IEEE Computer **Graphics** ...

[Cited by 27](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

[Interactive data exploration with a supercomputer - group of 2 »](#)

S Smith, G Grinstein, RD Bergeron - Visualization, 1991. Visualization'91, Proceedings., IEEE ..., 1991 - [ieeexplore.ieee.org](#)

... iconographic picture of the solution to a partial **differential equation** that describes

a ... usually found at the tail end of a visualization or **graphics pipeline**. ...

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[A gpu-based, three-dimensional level set solver with curvature flow - group of 8 »](#)

A Lefohn, R Whitaker - University of Utah tech report UUCS-02-017, December, 2002 - [sci.utah.edu](#)

... approach, surface motion is computed via a partial **differential equation** (PDE) framework ...

In the last two years, GPUs' fixed-function **graphics pipeline** has begun ...

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S Muraki, M Ogata, KL Ma, K Koshizuka, K Kajihara, ... - Proceedings of the 2001 ACM/IEEE conference on ..., 2001 - [doi.ieeecomputersociety.org](#)

... Linux kernel 2.2.14 **Graphics** API XFree86 ... also planning to use a **pipeline** technique

to ... information processing mechanism $\frac{1}{2}$ A **differential equation** which models ...

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- ☐ 1. **MIP-map level selection for texture mapping**
Ewins, J.P.; Waller, M.D.; White, M.; Lister, P.F.;
[Visualization and Computer Graphics, IEEE Transactions on](#)
Volume 4, Issue 4, Oct.-Dec. 1998 Page(s):317 - 329
Digital Object Identifier 10.1109/2945.765326
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Hall, R.;
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Volume 19, Issue 4, July-Aug. 1999 Page(s):36 - 45
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Machiraju, R.; Yagel, R.;
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Digital Object Identifier 10.1109/2945.556504
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- ☐ 4. **Fast, reliable head tracking under varying illumination: an approach based on registration of texture-mapped 3D models**
La Cascia, M.; Sclaroff, S.; Athitsos, V.;
[Pattern Analysis and Machine Intelligence, IEEE Transactions on](#)
Volume 22, Issue 4, April 2000 Page(s):322 - 336
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Digital Object Identifier 10.1109/2945.965349
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- ☐ 6. **Point representation augmented to surface reconstruction in image-based VR**
Enhua Wu; Yanci Zhang; Xuehui Liu;